



Cucumber

An Introduction

Given-When-Then

- **A test case can be broken down into three parts:**
 - 1. State of the system before the test**
 - 2. What the test does**
 - 3. Expected outcome of test**

Given-When-Then

- A test case can be broken down into three parts:

1. State of the system before the test

 **Given**

2. What the test does

 **When**

3. Expected outcome of test

 **Then**

Given-When-Then

- **Given:** I am on the login page
- **When:** I enter "smith/p@ssw0rd"
- **Then:** I am allowed into the system

Cucumber

- Cucumber is a command line tool for automated testing using *Behaviour Driven Development* (BDD) techniques
- Cucumber's language is *Gherkin*
- Gherkin uses Given-When-Then

Cucumber

- A *Feature* is an optional description of the use case under test
- A *Scenario* is a set of events inside of the feature

Example

Feature: Withdraw Money from ATM

A user with an account at a bank would like to withdraw money from an ATM.

Provided they have a valid account and card, the transaction should be allowed.

The ATM will give the money, return the card, and subtract the withdrawn amount from the user's account.

Scenario: Erin wants to withdraw money

Given Erin has a valid bank card

And her account balance is \$110

When she inserts her card

And withdraws \$50

Then the ATM should dispatch \$50

And her account balance is \$60

Multiple Conditions

Scenario: A user wants to withdraw money

Given <Name> has a valid bank card

And their balance is <Before>

When they insert their card

And withdraws <Withdrawal>

Then the ATM should dispatch <Withdrawal>

And her account balance is <After>

Examples:

Name	Before	Withdrawal	After
Erin	110	50	60
Gustav	100	20	80
Harpreet	1000	250	750



More Information

- **Cucumber:**

<https://cucumber.io/>